# Chief Academy Tip

## *Room Planner App*

## INTRODUCTION

The Room Planner application is a Chief Architect program that makes it easy to create realistic floor plans and 3D models in minutes for a room or a home design project using your IPad, IPhone, or an Android device. You can download the Room Planner app. from www.roomplannersoftware.com/room-planner/. You can also download it from the Apple App Store or Goggle Play.

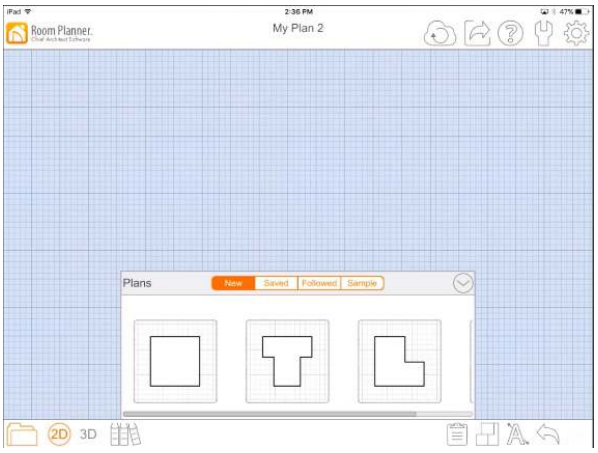
Whether you are creating a single room or an entire house, the Room Planner software app makes it easy using your iOS or Android device. You can design in 2D or 3D – place furniture, add cabinets, paint walls, or just visualize your project. An extensive collection of content is available so styles and finishes can be visualized.

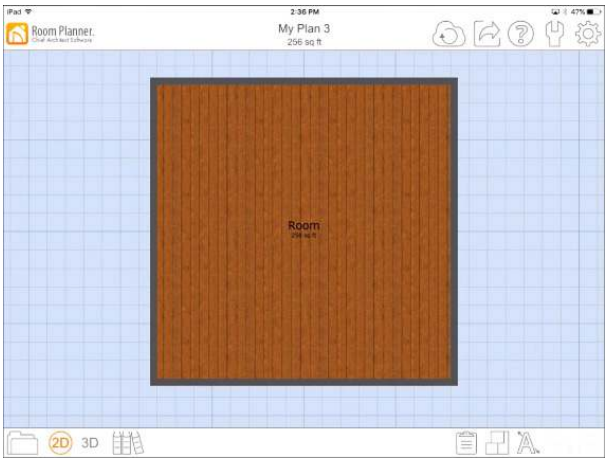
- Lay out your rooms with drag and drop. Choose room shapes: Square, L-Shaped, T-Shaped or draw free-form rooms with the Room Sketch tool.
- Bump and merge rooms. Expand your designs by turning walls invisible
- Resize rooms to your specific dimensions (Bluetooth Laser compatible) and assign room labels
- View room designs in 3D and take virtual tours using Sojourn® 3D navigation
- Create any custom home design or start from a sample plan
- Build floorplan options and share with clients, or friends and family

In this tip tutorial we are going to use the Chief Architect Room Planner app to draw an as-built plan. The as-built conditions used for the tutorial are designed to guide you in your own present of future as-built situation. If you are not actually taking as-built measurements in the field, just follow along in the tutorial to learn the process. We will then upload the plan to the cloud and import it into the Chief Architect desktop software. You will also learn how to use the Room Planner tools, and commands.

## USING THE ROOM PLANNER

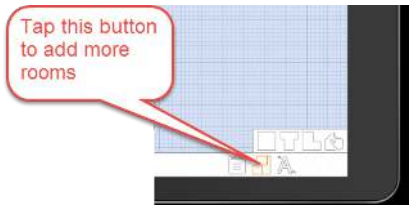
1. Tap the **Global Settings** tool button in the upper right corner of the screen. From the drop-down menu, tap on **Cloud**. If you do not have a Chief Architect account, tap **Create**. You will be re-directed to the Chief Architect website to create an account. If you do have an account, press **Login**. You will then enter your user name and password. Once you are logged in, any plans that you have already created and uploaded to the cloud will be downloaded to your mobile device.
2. Tap the **Folders** button in the lower left corner of the screen. Press the **New** button. You can then select the shape of the room. Select the square shaped room.

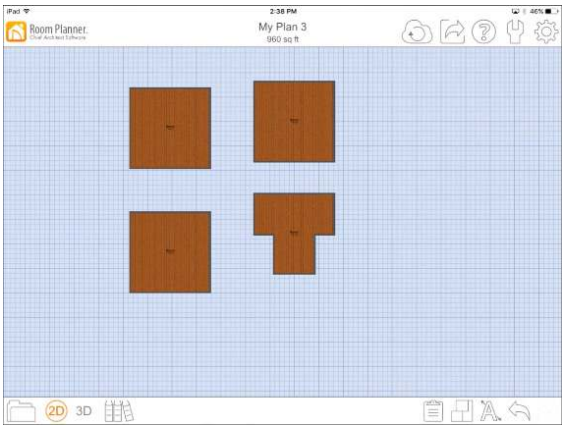


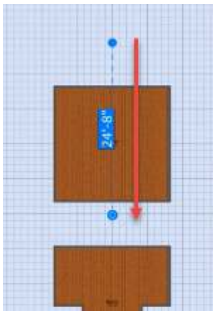

3. To zoom out, place 2 fingers on the screen and move the fingers towards each other. To zoom in, place 2 fingers on the screen and move the fingers away from each other. To adjust the position of the rooms in your project by placing 2 fingers on the screen and moving them around. You can add more rooms to the project by tapping the **Rooms** button. It is the 2nd button from the bottom right side of the screen. You will see several options to

choose from. Press one of the room options and then drag it onto the screen to add the room. Drag in a couple of more rooms.



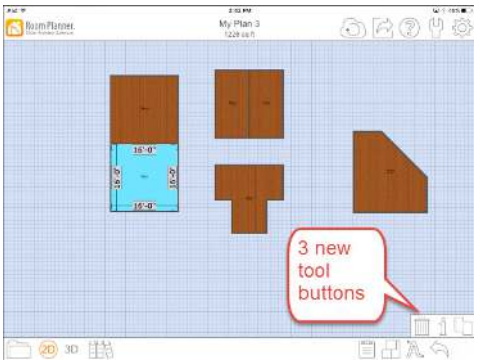




4. With the **Rooms** button active, press the **Rooms Sketch** tool. This tool can be used to subdivide existing rooms or to draw new rooms with angled walls. With the tool selected, drag your finger through one of the existing rooms.



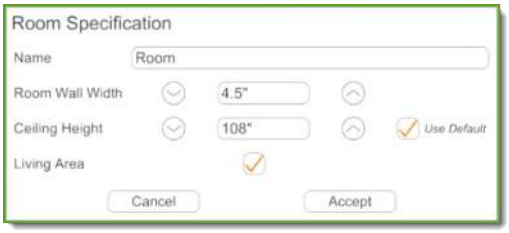
5. Tap the check graphic in the bottom left corner of the screen.

6. To draw a new room, tap the **Rooms** button and then tap the **Rooms Sketch** tool. Using your finger, draw out the room. Once you have a closed figure, the new room will be created.
7. To re-arrange a room, tap on the room and move it to a different position. Note that tapping on a room, will show the dimensions for the room and it will also display 3 new tool buttons. Pressing the **Delete** button will delete the room. Pressing the **Information** button will display more information about the room. Pressing the **Merge Rooms** button will merge two rooms.




8. Delete the new room you drew.

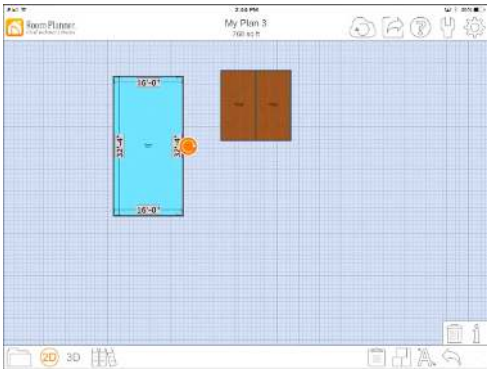
9. Tap on the left room of the room that you had subdivided and press the **Information** button. The **Room Specification** dialog displays. Here you can rename the room, change the wall width, the ceiling height, and include if it is a living area for the room schedule.




10. Tap in the name box, and using the keyboard that pops up, change the name to **Kitchen**. Change the **Ceiling Height** to **120”** by pressing the up arrow button to the right of the edit box. Tap the **Accept** button.

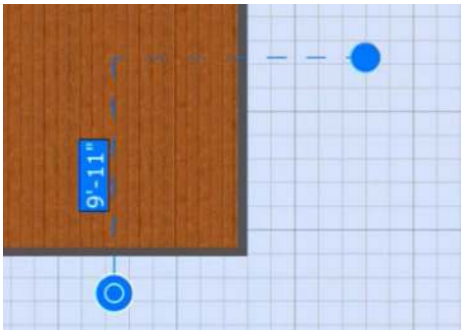
11. Tap the right room of the room you subdivided and press the **Information** button. Change the name to **Dining**. Tap **Accept**.

12. Besides the two rooms you have renamed, move two different rooms (add more rooms if you don’t have at least 2 additional rooms) so that they border each other. Select one of the rooms and press the **Merge Rooms** button. Select the room this room is bordered with. Press the check graphic. The two rooms are merged. Zoom in a little closer to the selected merged room.

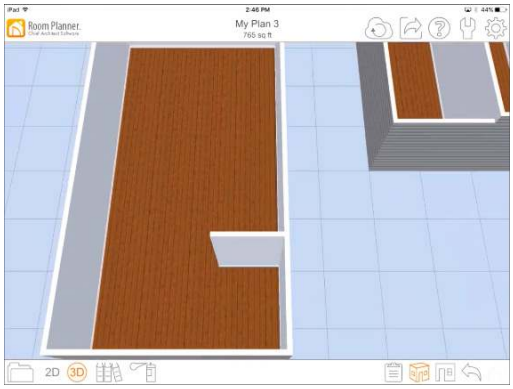


If you want to have a wall that is extended only partially into a room, just select the Rooms Sketch tool.

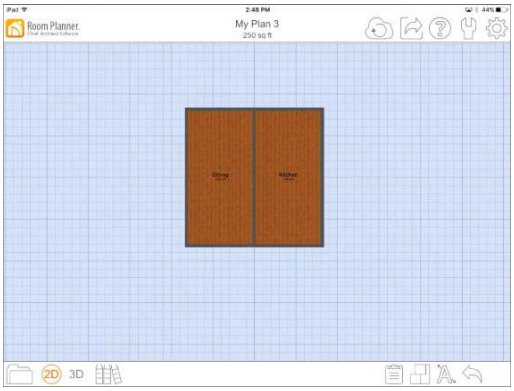
**13.** Using the Rooms Sketch tool, draw two walls in the lower right corner of the merged room as shown in the following illustration.




**14.** Press the check graphic. Select the vertical wall, and press the **Information** button. The **Wall Specification** dialog display. Uncheck **Visible** to make this an invisible wall. Press **Accept**. In the 2D view, note that the invisible wall is white. Press the 3D button. Using 2 fingers pan the drawing so that you can see the wall partially extended into the room. The invisible wall is not visible.

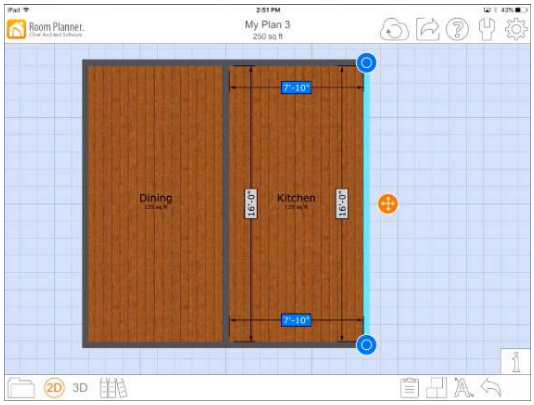



**15.** Switch back to the 2D. Delete all rooms except the Kitchen/Dining room.

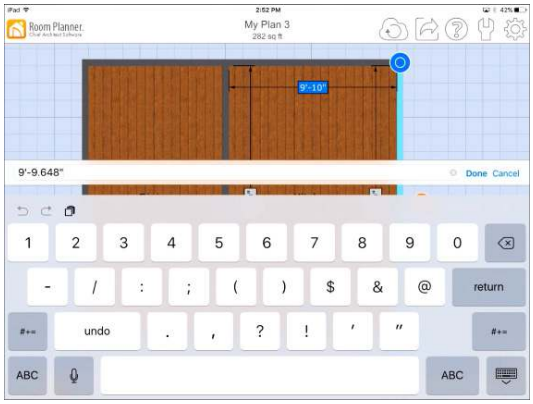



**16.** Tap on the right wall of the Kitchen. The wall turn blue and an orange move edit handle appears to the right of the wall. You can also see several dimensions that are parallel or perpendicular to the selected wall. The

dimensions that are perpendicular, that measure the distance from the selected wall to the left wall are blue. Anytime you tap and drag the orange move edit handle, the blue dimensions will change.




17. Tap on the orange move edit handle and drag to the right. This will move the wall to the right and you will see the dimension that is displayed get larger. Drag to the left and the dimension will get smaller. Once you release the move edit handle you will see the blue dimensions displayed again. This is a quick way to position a wall.
18. Tap on one of the blue dimensions. A keyboard will display.



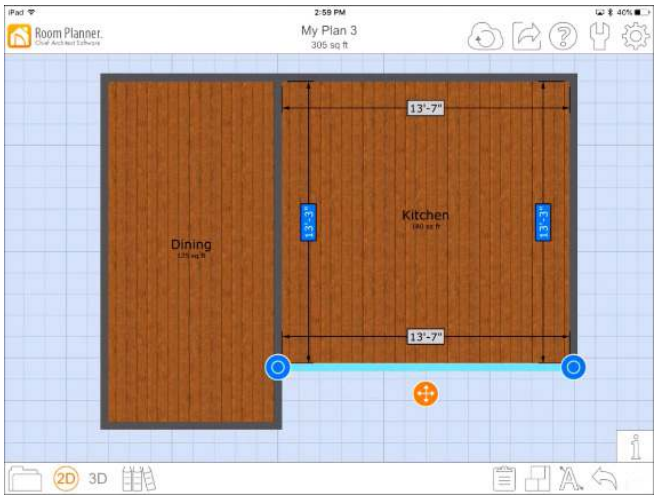

19. Type **12'**. Tap **Done** when finished. The wall adjusts to the new dimensions.
20. Change the distance between the upper and lower wall of the Kitchen/Dining to **16'**.

You can also get precise dimensions by syncing Room Planner with a blue tooth laser. You can check on the Chief Architect website to make sure that your Bluetooth laser is compatible with Room Planner.

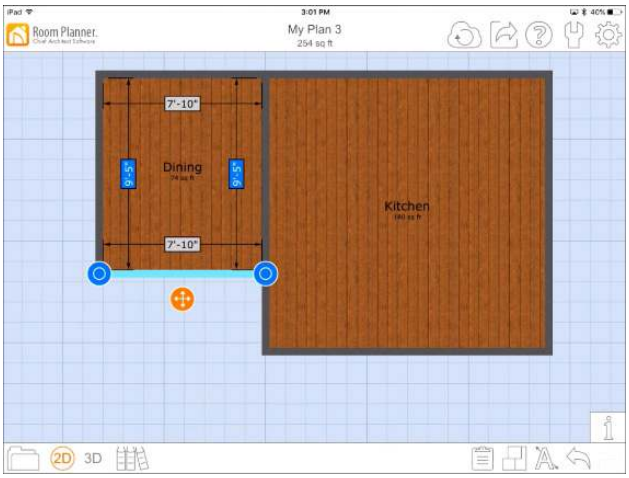
To sync your Bluetooth laser with Room Planner, first turn on your laser. Make sure its blue tooth function is enabled. Next, pair your Bluetooth laser with you tablet using the tablet settings. When finished, tap on the **Global Settings** tool button in Room Planner. In the drop-down menu, tap Bluetooth Measuring Devices. You should see your Bluetooth listed. Tap on it and an orange check will display when synced. Tap Done. The next steps describes how to use your Bluetooth laser with Room Planner. Your dimensions, of course, will not be the same, I'm only making up dimensions for clarity.

**21.** On the Room Planner, tap on the right wall of the kitchen. Click on one of the blue dimensions (the 12' dimension in this case). Place the back of your laser up against the wall and let the laser point hit the wall on the other side (the left wall of the kitchen in this case) to read the measurement. Once you press enter on your laser the dimension will be updated in Room Planner and the selected wall will be moved. If you are not using a laser, go ahead and adjust the wall to the dimension shown in the following illustration.

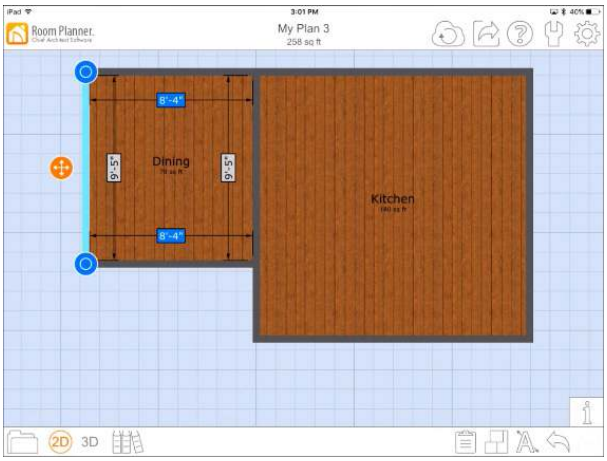
**22.** Select the bottom wall of the Kitchen/Dining. Tap the 16' dimension, which is blue, and place the back of your laser up against the wall and let the laser point hit the wall on the other side to read the measurement. Press enter and the dimension is updated in Room Planner and the selected wall will be moved. If you are not using a laser, go ahead and adjust the wall to the dimension shown in the following illustration.




**23.** Select the bottom wall of the Dining room. Tap the blue dimension (in this case will be the 16' dimension). Place the back of your laser up against the wall and let the laser point hit the wall on the other side to read the measurement. Press enter and the dimension is updated in Room Planner and the selected wall will be moved. If you are not using a laser, go ahead and adjust the wall to the dimension shown in the following illustration.




**24.** Select the left wall of the Dining room. Tap the blue dimension (in this case will be the 7' 10" dimension). Place the back of your laser up against the wall and let the laser point hit the wall on the other side to read the measurement. Press enter and the dimension is updated in Room Planner and the selected wall will be moved. If you are not using a laser, go ahead and adjust the wall to the dimension shown in the following illustration.



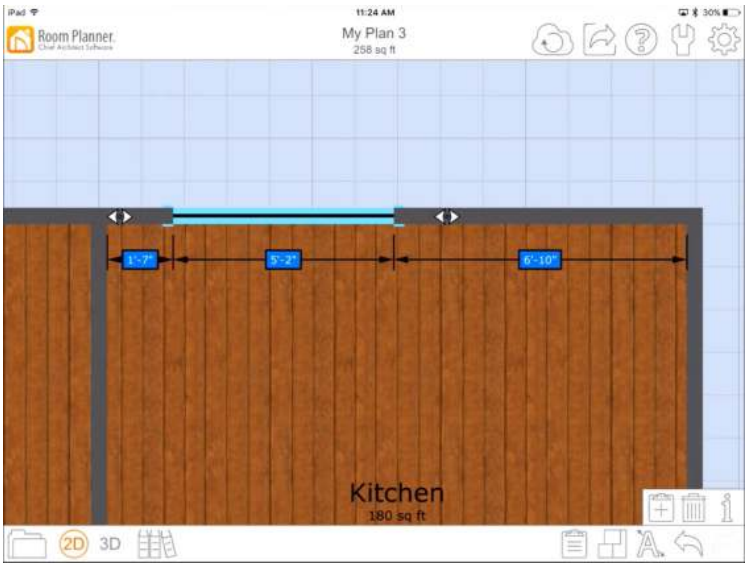

Now that we have accurately measured the room, we are going to measure some doors and windows.

**25.** Press the **Library** tool button, which is the third tool button from the bottom left corner of the screen. The **Library** dialog displays. Note the scroll bar at the bottom of the dialog. There are many items in the library that you can add to your plans. We are only going to add doors and windows because they are the only objects that need to be accurately measured for an as-built, and they are the only objects, besides the walls, that will transfer into the Chief Architect desktop software.

**26.** Press the **Architectural** button.

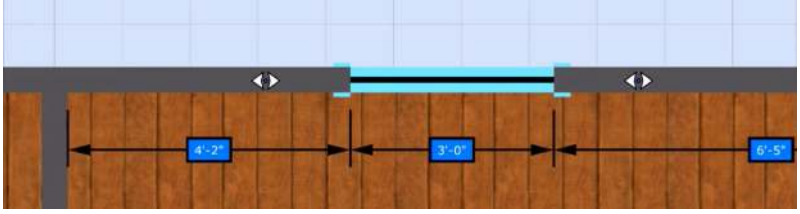
**27.** Press the **Windows** button. Tap on a double hung window and drag it to the back wall of the Kitchen. Press the **Minimize** button to minimize the Library.

**28.** Tap on the window to select it. If you zoom in close, you can see that the opening width for the window is **5' 2"**. There is a distance displayed from the left wall of the Kitchen to the left side of the window opening, as well as a distance from the right side of the window opening to the right wall of the Kitchen. You can re-dimension the size of the window using your Bluetooth laser and accurately position the window along the wall.




**29.** Tap on the dimension for the width of the window opening. In the keyboard that displays, type **3' 0"**. If you use your lazer, place it in the window so that it reads the distance for the opening. Press enter on the lazer and the dimension for the width of the window opening will be updated in the Room Planner.

**30.** Tap on the dimension for the distance to the left wall of the kitchen. In the keyboard that displays, type **4' 2"**. If you use your lazer, place the back of the lazer so that it is flush with the left edge of the window casing, point it to the left wall so that it reads the distance and press enter. The dimension is updated.

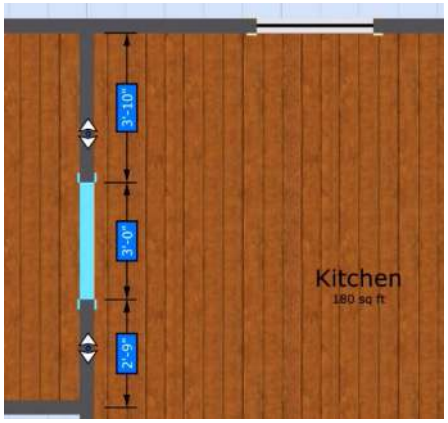


**31.** Reposition the screen using two fingers to the area along the left wall of the Kitchen.

**32.** Press the **Library** tool button. Press the **Architectural** button. Press the **Doors** button. Select a doorway and drag it to the left wall of the Kitchen.

**33.** With the doorway selected, tap on the dimension for the width of the doorway opening. In the keyboard that displays, type **3' 0"**. If you use your lazer, place it in the doorway so that it reads the distance for the width of the opening. Press enter on the lazer and the dimension for the width of the doorway will be updated in the Room Planner.

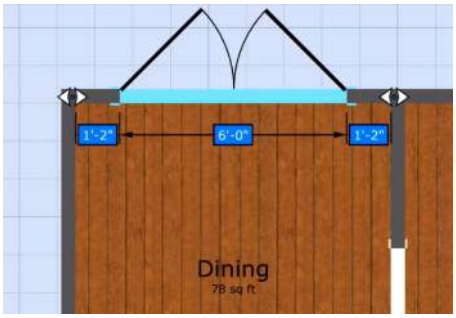
**34.** Tap on the doorway to select it. Tap on the dimension for the distance to the back wall of the kitchen. In the keyboard that displays, type **3' 10"**. If you use your lazer, place the back of the lazer so that it is flush with the edge of the door casing, point it to the back wall so that it reads the distance and press enter. The dimension is updated.




**35.** Press the **Library** tool button. Press the **Architectural** button. Press the **Doors** button. Press a french door and drag it to the back wall of the Dining room.

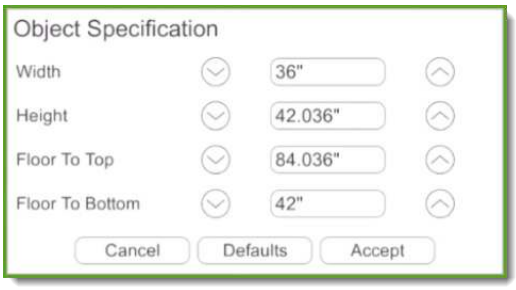
**36.** With the french door selected, tap on the dimension for the width of the door opening. In the keyboard that displays, type **6' 0"**. If you use your lazer, place it in the doorway so that it reads the distance for the width of the opening. Press enter on the lazer and the dimension for the width of the french door will be updated in the Room Planner.

**37.** Select the back wall of the Dining room. Note the **Information** button on the lower right side of the screen. There is also a new **Distribute Evenly** tool. Tap on the **Distribute Evenly**. Select the french door to make sure that it is in the center of the room.



**38.** Place a window on the left wall of the Dining. With the window selected, note that you have 3 tool buttons on the lower right side of the screen. They are the **Clipboard** tool button, the **Delete** button and the **Information** button.

**39.** Tap on the **Information** button. The **Object Specification** dialog for the window displays. You can enter values here for the **Width** and **Height**. You saw how you can get the width of a window or a door using a Bluetooth lazer. You can also get the height using the lazer. If you needed to you could also get the **Floor To Top** and **Floor To Bottom** dimensions using the lazer. You can get these measurements by tapping on the dimension in the dialog, and then placing the back of the lazer flush with the appropriate window opening, and pointing the lazer at the floor (or the other side of the window if you are measuring the height) to update the dimension. Press the **Cancel** button.

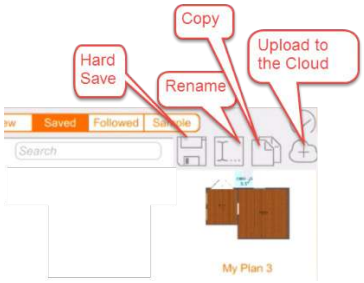



**40.** With the window still selected, press and hold the **Clipboard** tool button . A copy of the window is created. Drag the copy and place it on the left wall of the Dining room, next to the original window. Select the wall and press the **Distribute Evenly** tool button to evenly distribute the two windows on the wall.

Before we export this plan to your Chief Architect account, let's add a note.

**41.** Tap the **Annotations** tool button. In the submenu that pops up, press and drag the button to an area above the model. This will create a **Text** note. Tap the **Information** button. The Text Specification dialog displays. Here you can add a new note to the plan. Tap in the **Text** edit bar to bring up a keyboard. Type "Casings to be 3.5". You can make changes to the **Text Color**, the **Background Color**, the **Text Size**, and the **Alignment**. When you are finished press **Accept**. We will now export the plan to your Chief Architect account.

**42.** Tap the **Folders** button in the bottom left side of the screen. The **Plans** dialog displays. **Saved** should be selected. Tap on your plan, which in my case is **My Plan 3** (you may see a My Plan 1 or My Plan 2, etc). 4 new tool buttons display. You can hard save your plan, rename it, make a copy, or upload it to the cloud.




**43.** Press the **Save** button to hard save the plan to your devise.

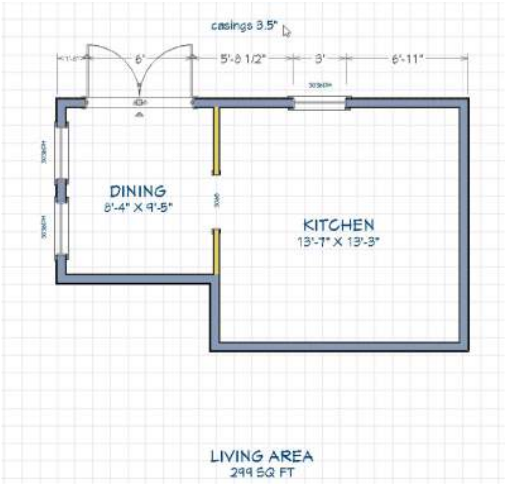
**44.** Press the **Upload to Cloud** button. Once your plan is uploaded to the cloud you will see a check mark with a green cloud background display above your plan.

**45.** Open you Chief Architect or Home Designer software program. If you are using Chief Architect software you will need version X7 or newer. If you are using Home Designer software you will need version 2016 or newer.

**46.** Select **File ⇒ Import ⇒ Import Room Planner File**. The **Chief Architect Account Login** dialog will display. Enter your credentials. The **Import Room Planner File** will display. You will see all of your Room Planner files that you had saved to the cloud. You can have a maximum of 5 Room Planner files saved to your Chief Architect cloud account at any given time. Select the appropriate file and click **OK**.

**47.** Once your plan displays, select the french door. Click the **Open Object** edit button to display the **Exterior Door Specification** dialog. You should be on the **General** panel. The **Width** should be **6'** or **72"**, which was the width you made the door in Room Planner. Click **OK**. Note that the note you made was also imported.

You can continue to work on the plan and create the necessary construction documents.


casings 3.5"
6'
5'-8 1/2"
3'
6'-11"
DINING
8'-4" X 9'-5"
KITCHEN
13'-7" X 13'-3"
LIVING AREA
299 SQ FT